

FIG. 1

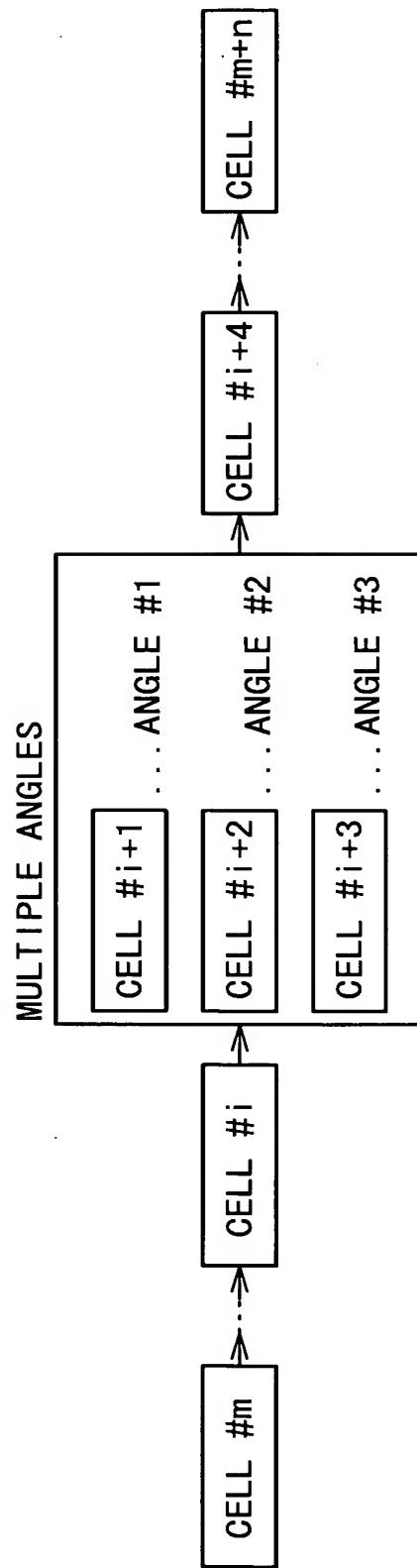
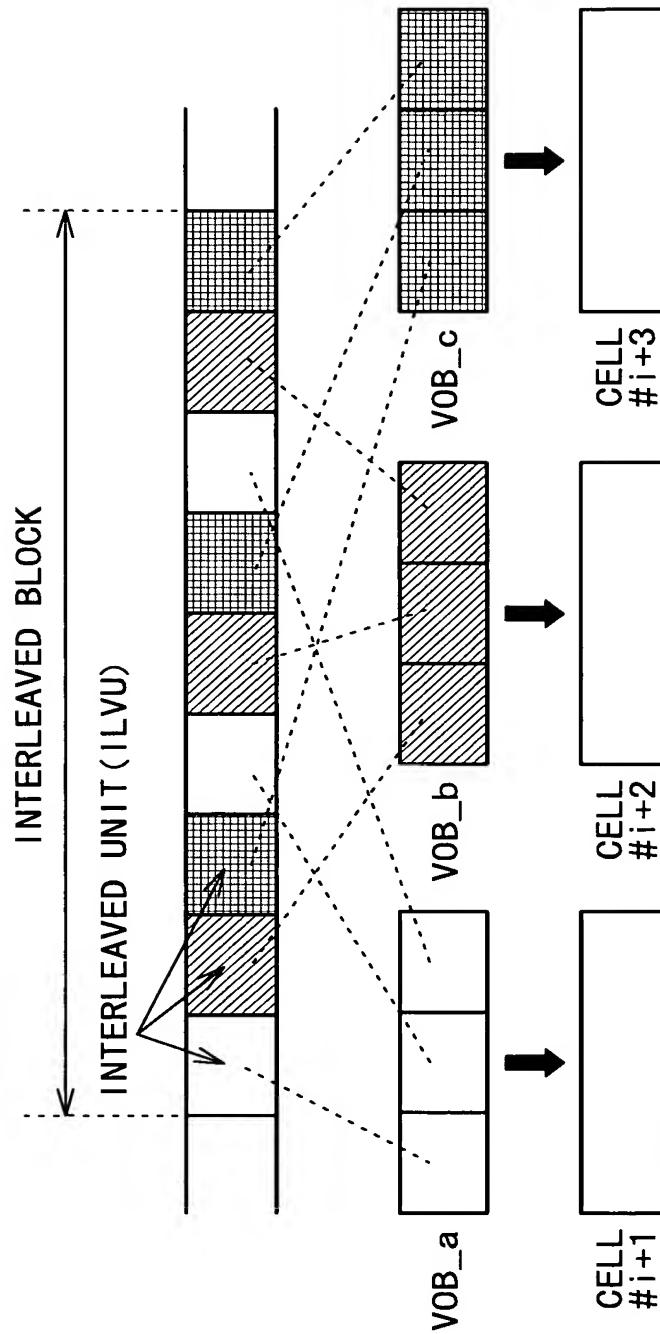


FIG. 2



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3
G.
I
F

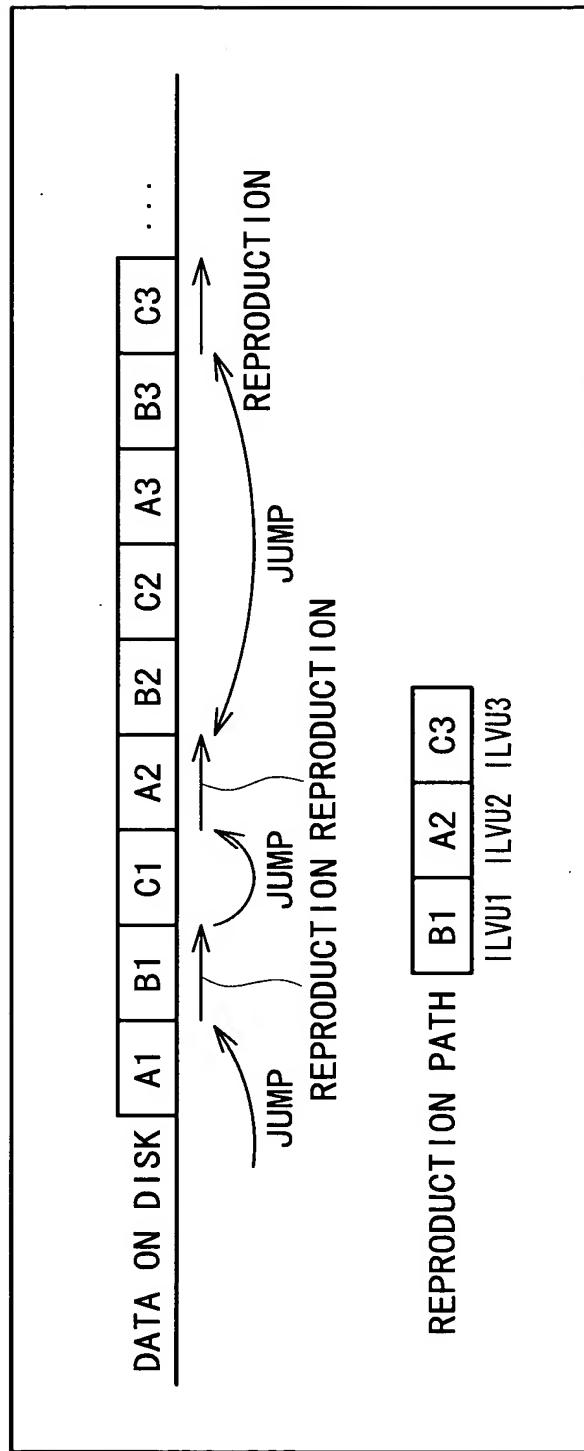


FIG. 4

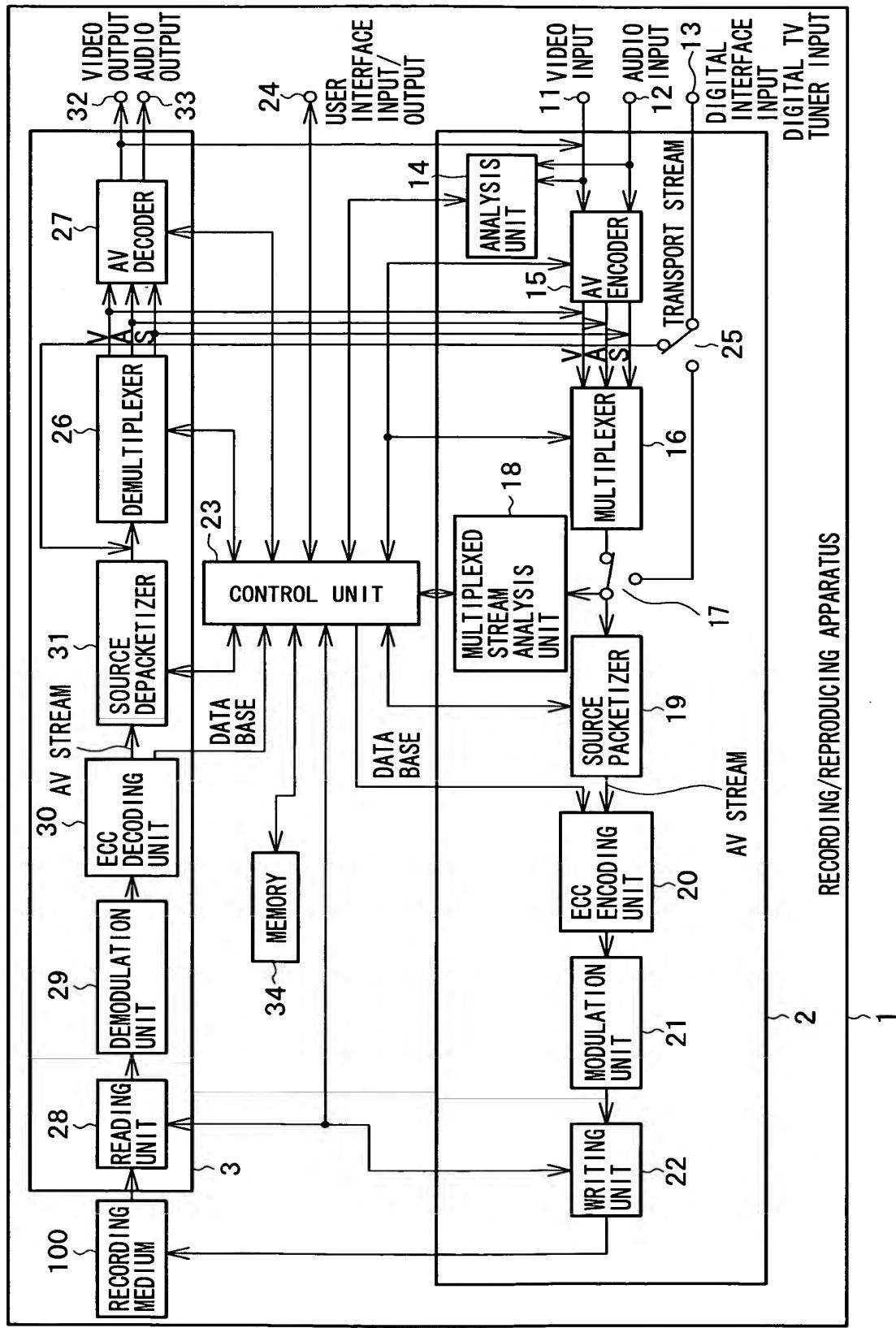


FIG. 5

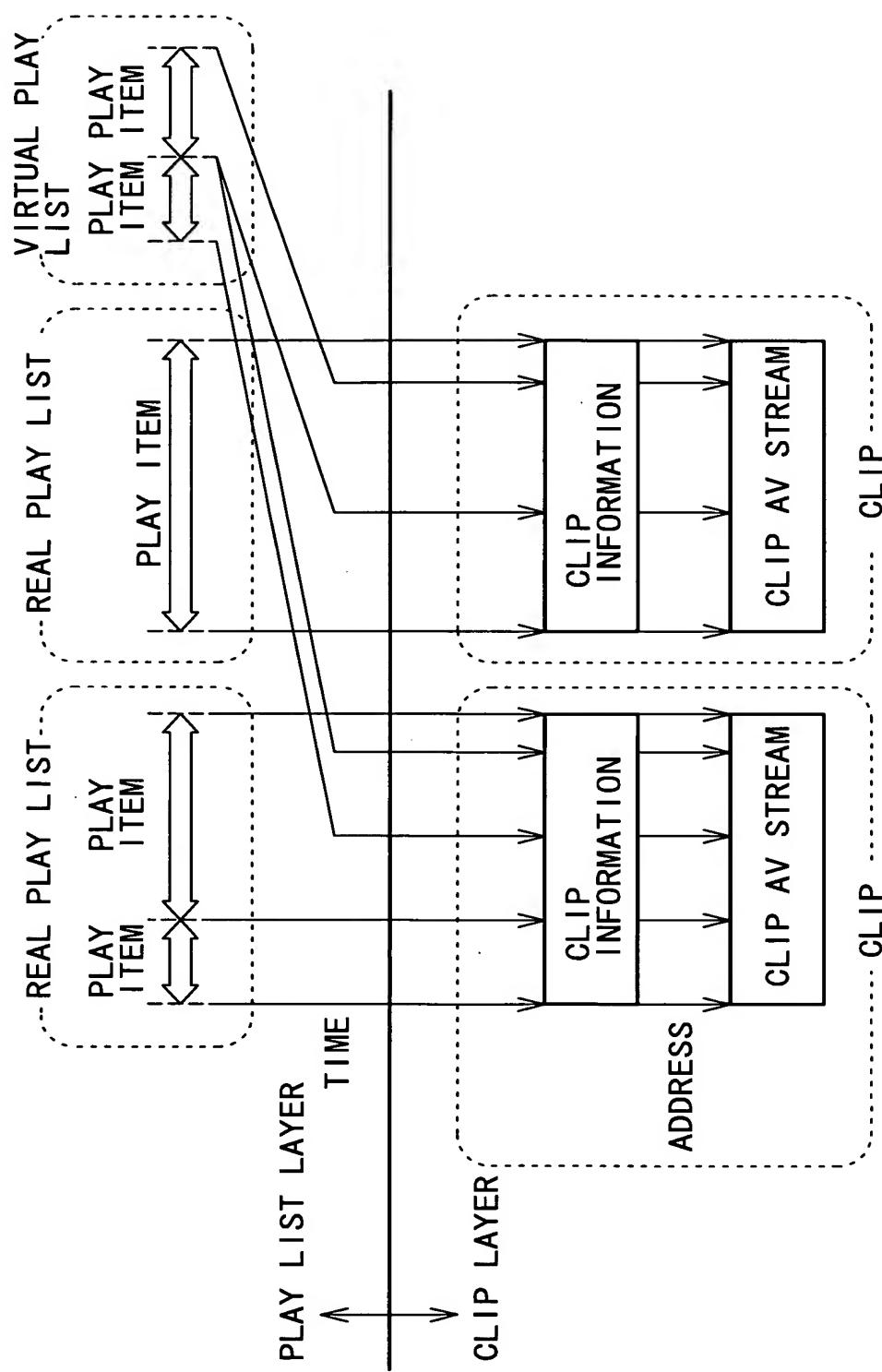
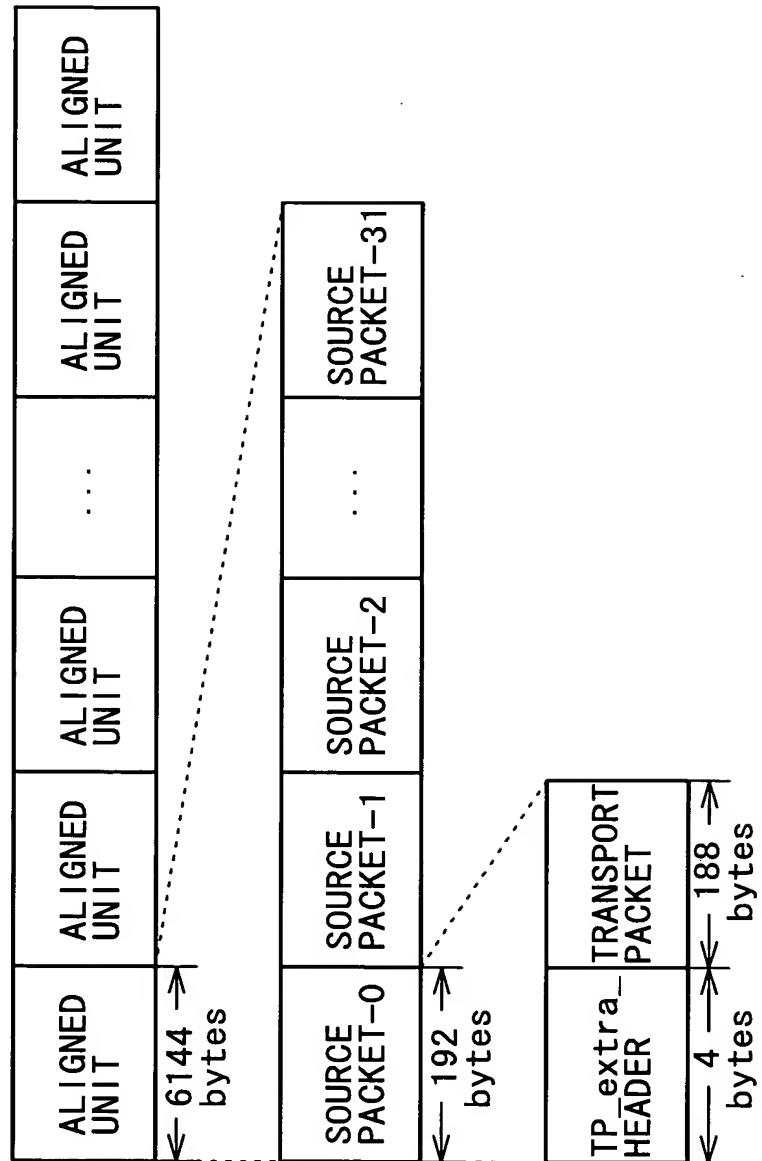


FIG. 6



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FIG. 7

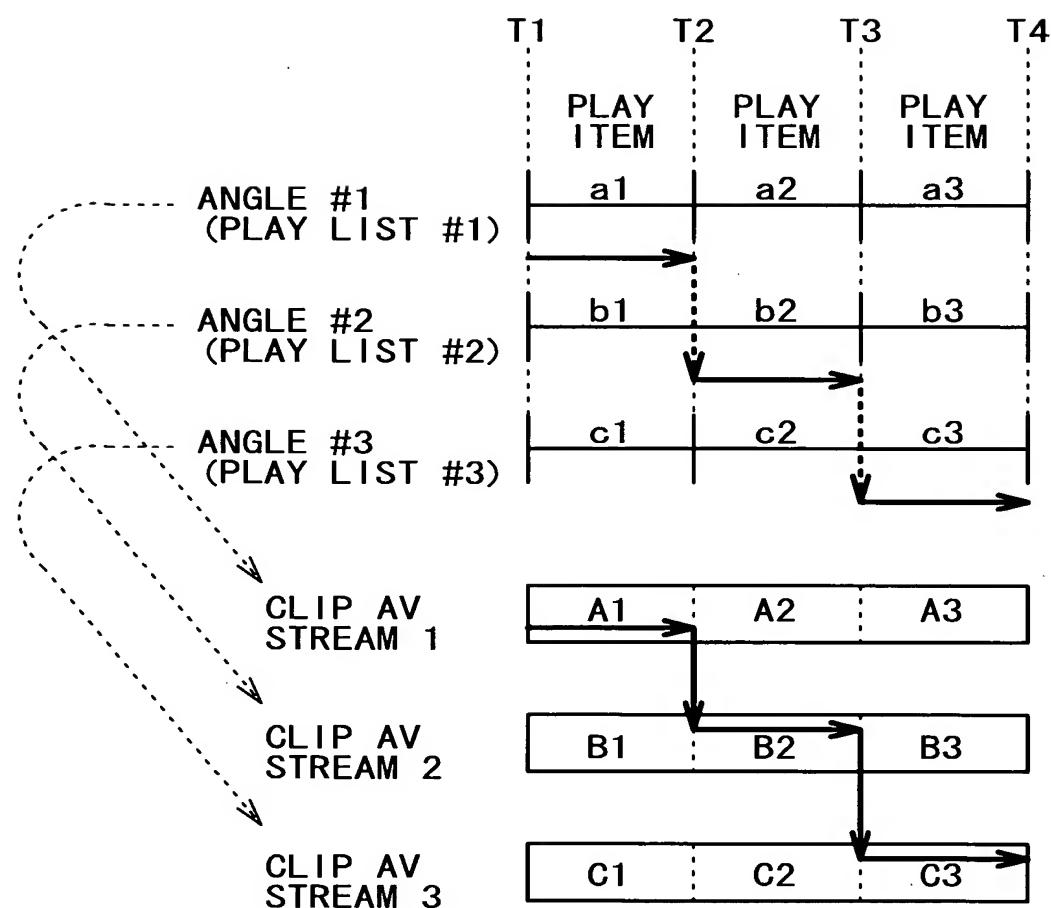


FIG. 8

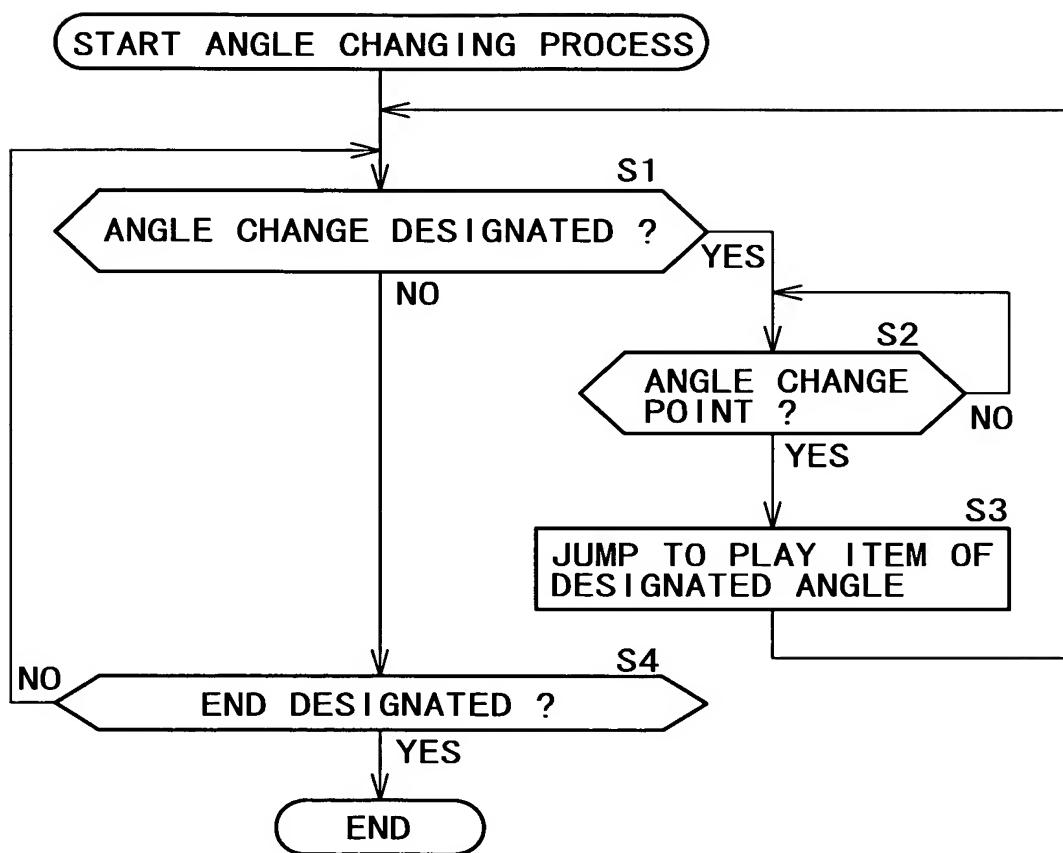
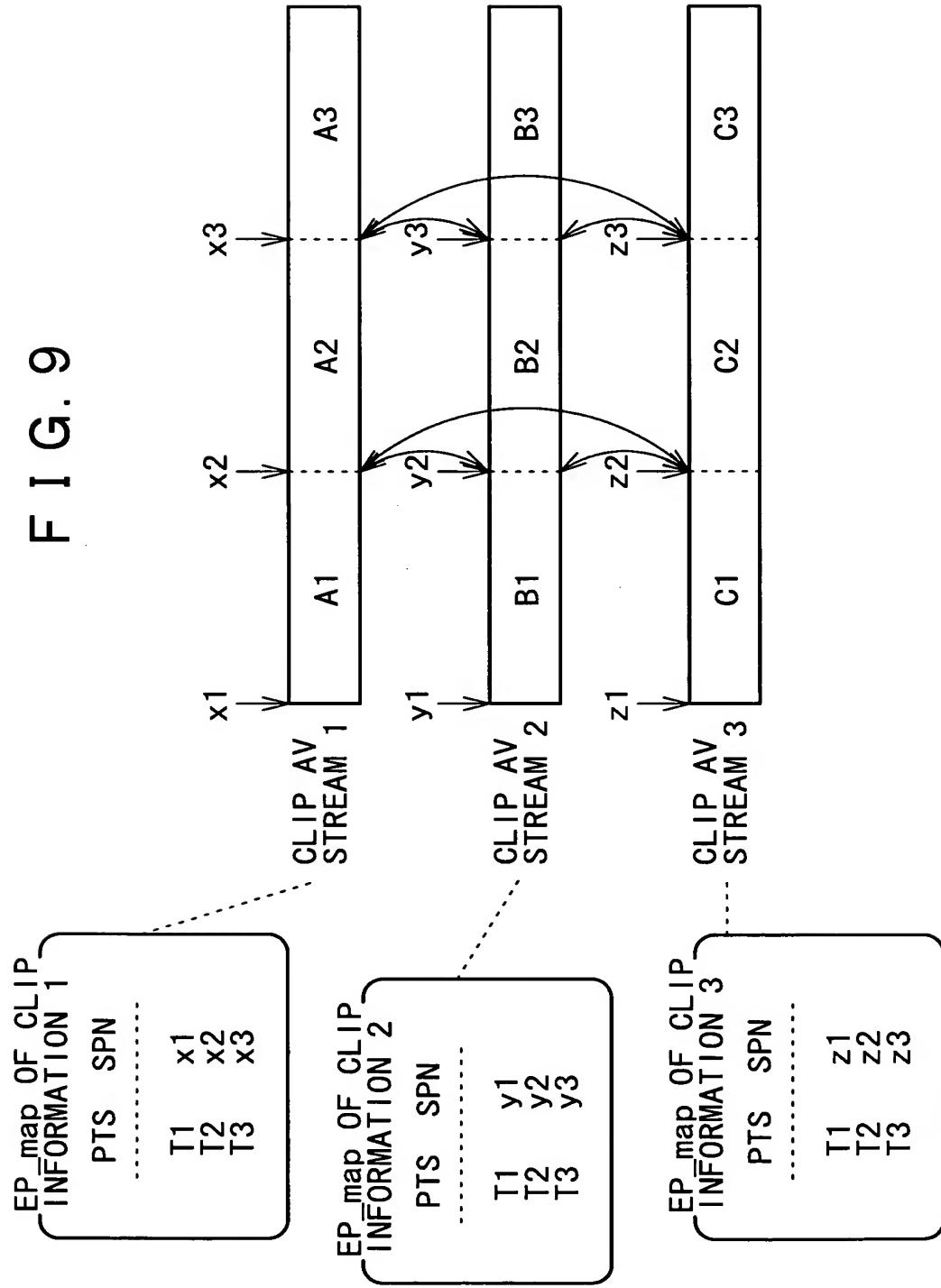
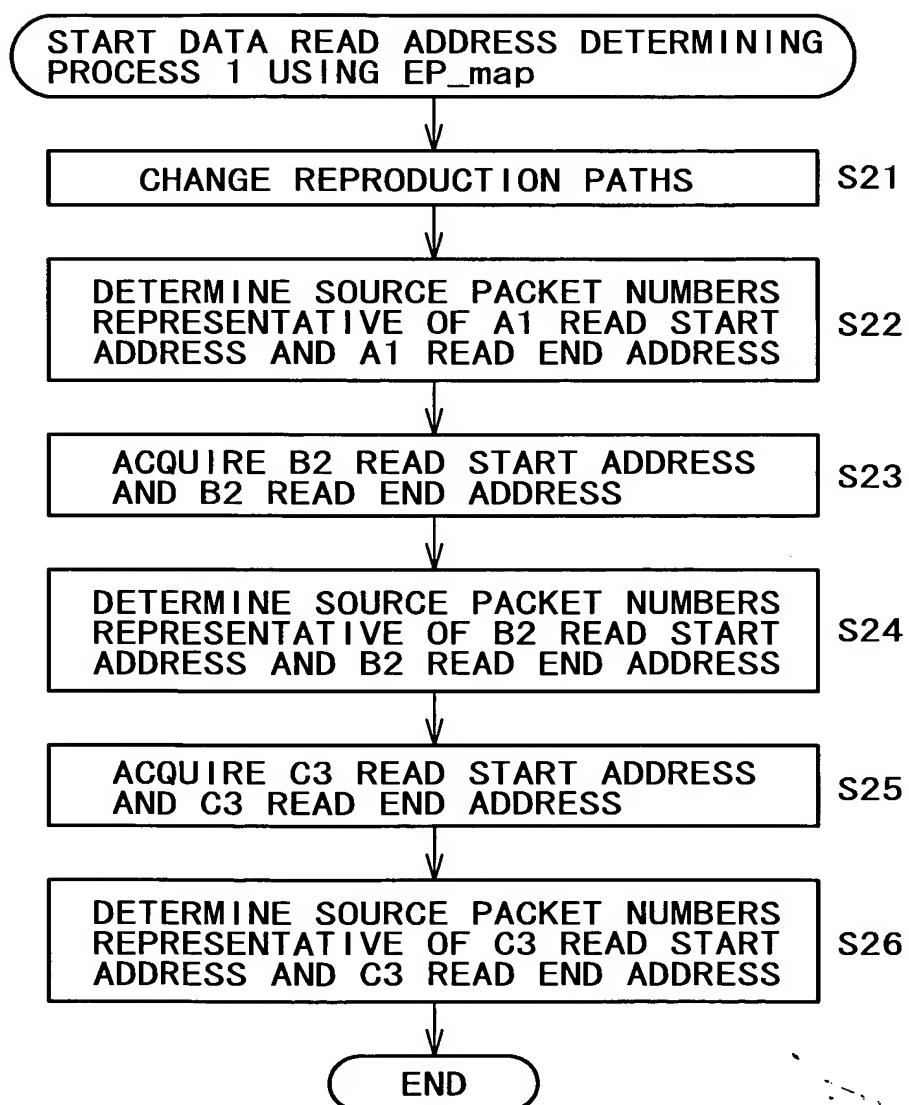


FIG. 9



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FIG. 10



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FIG. 11

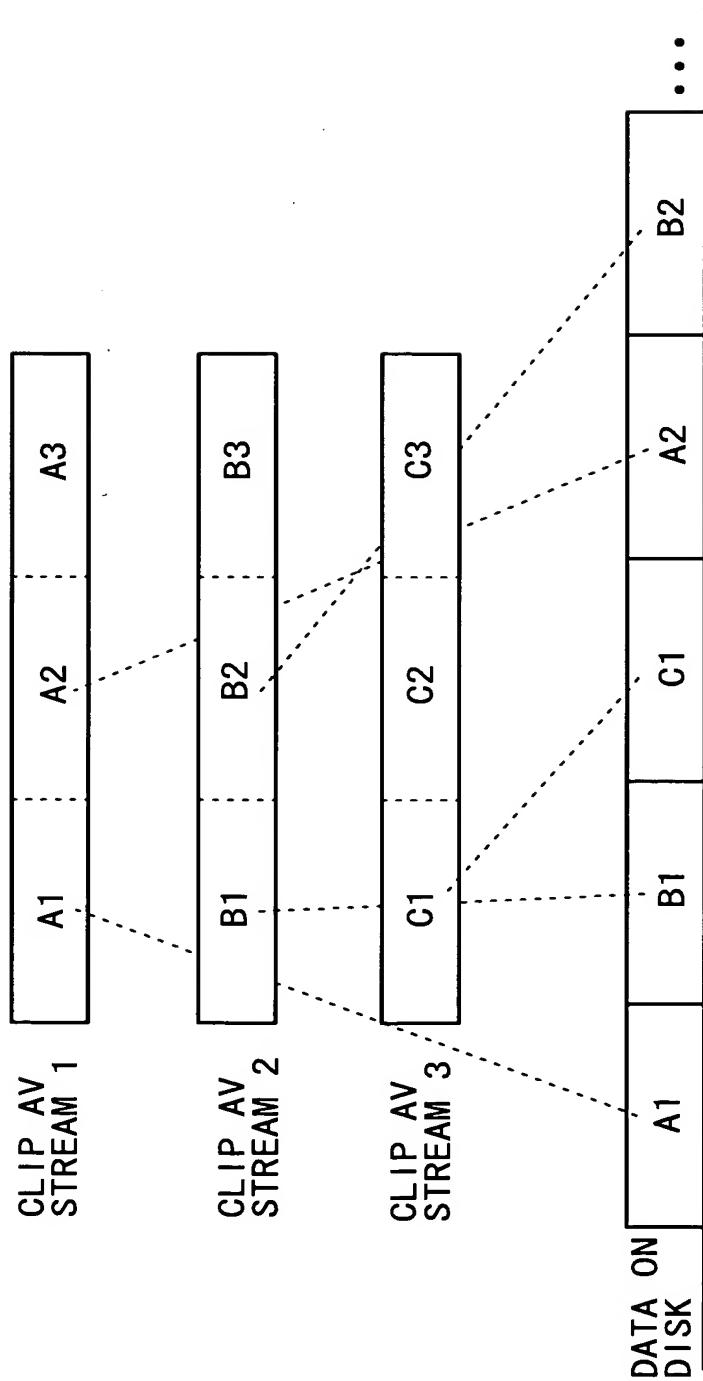


FIG. 12

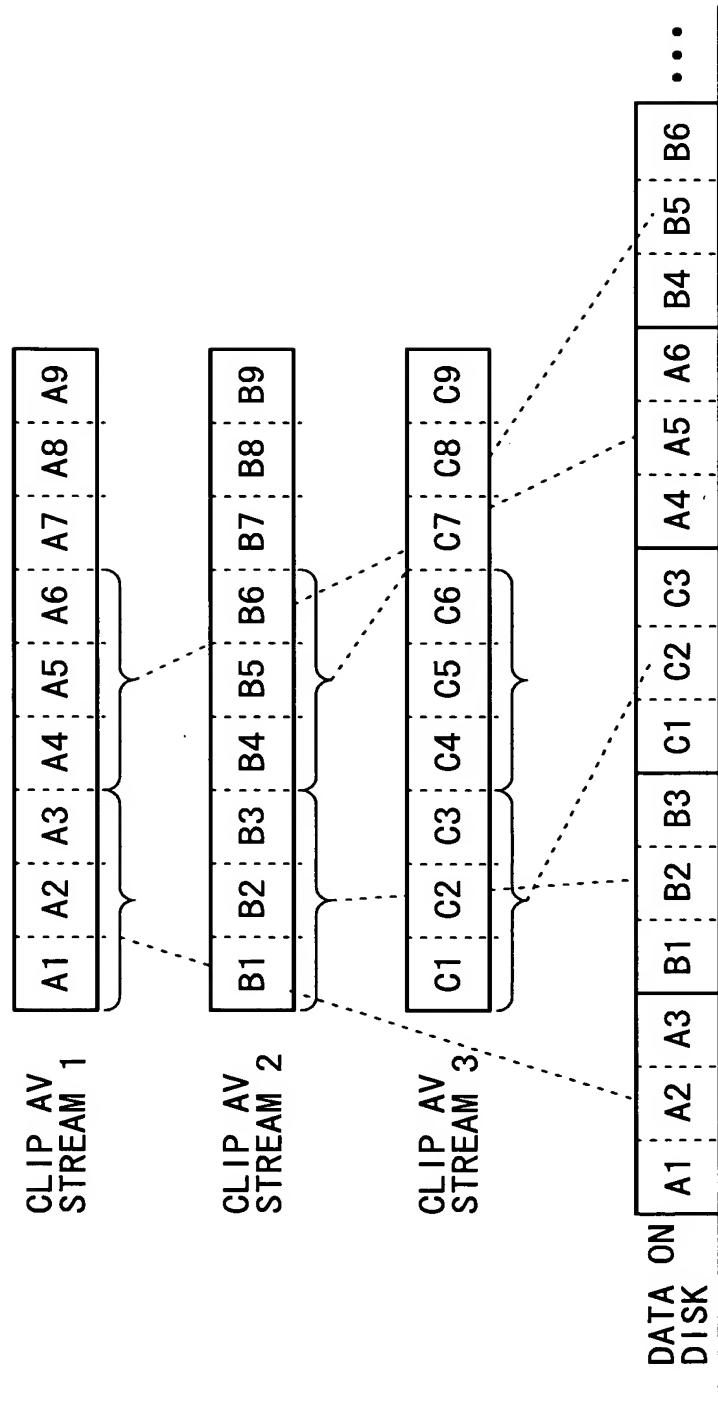
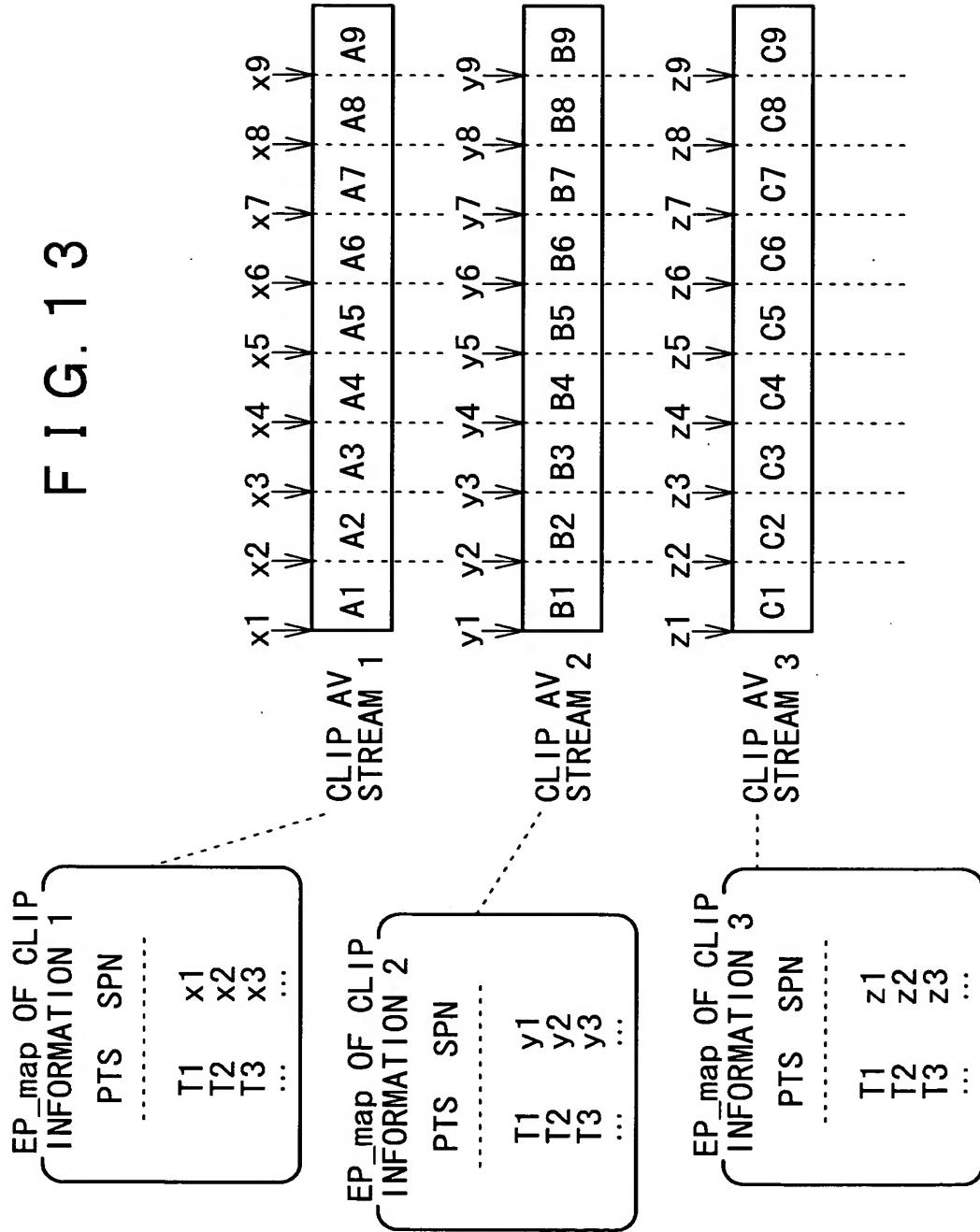
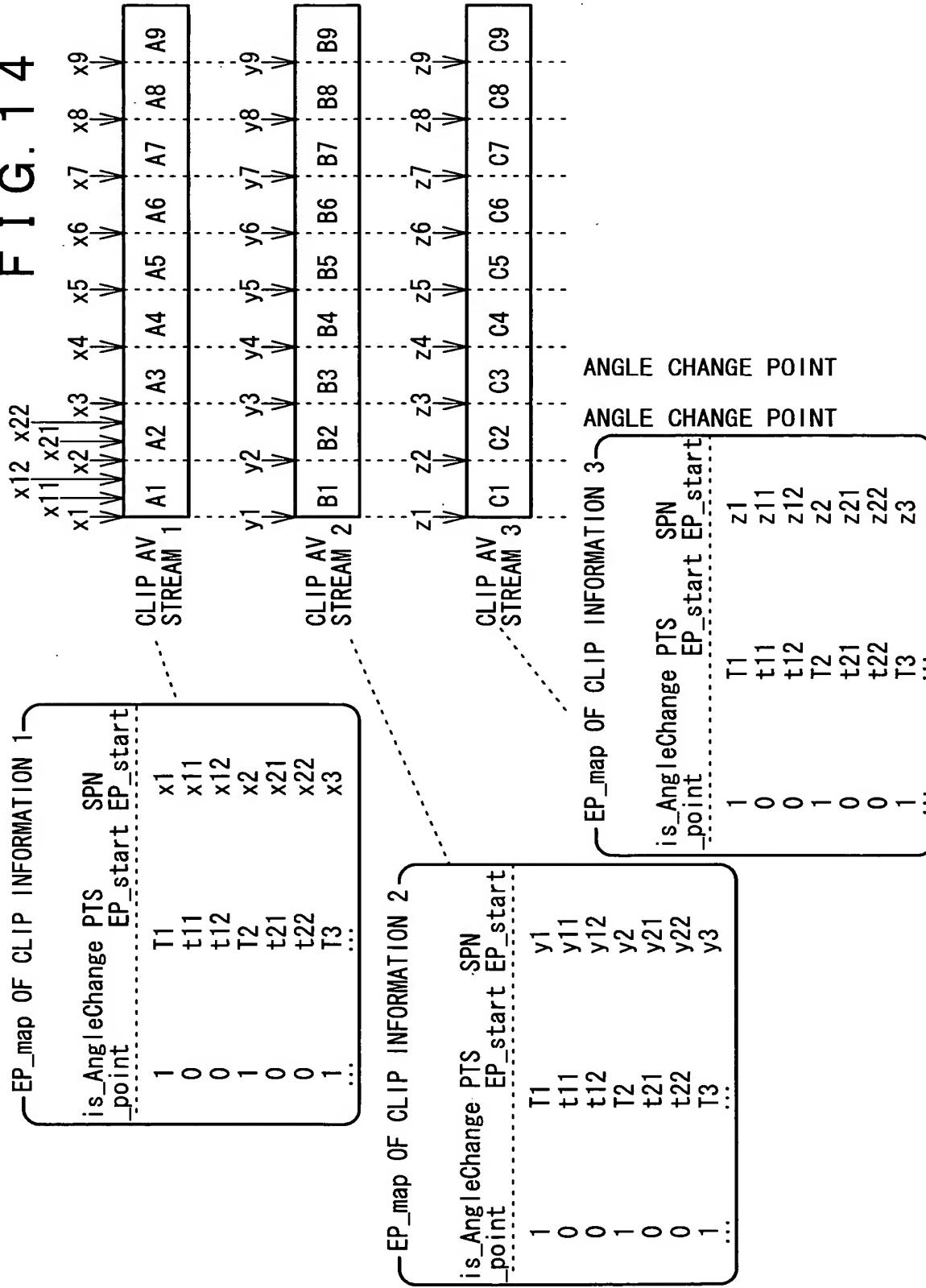


FIG. 13



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FIG. 15

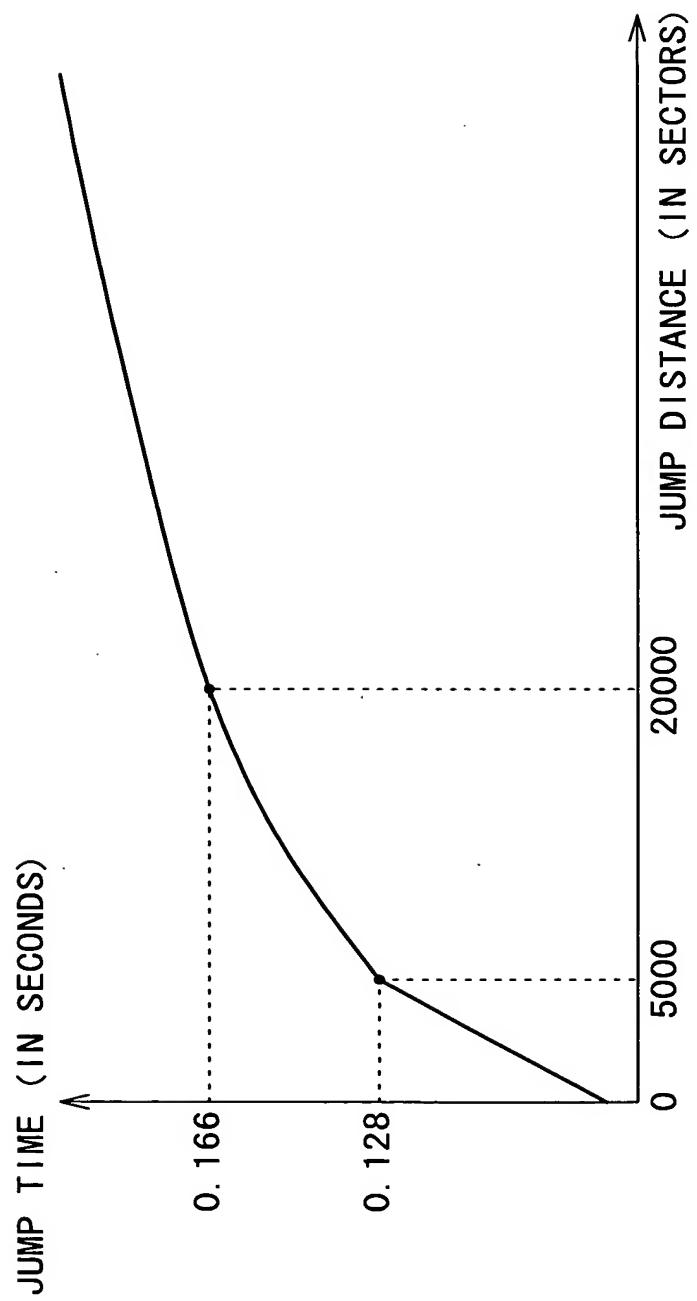


FIG. 16

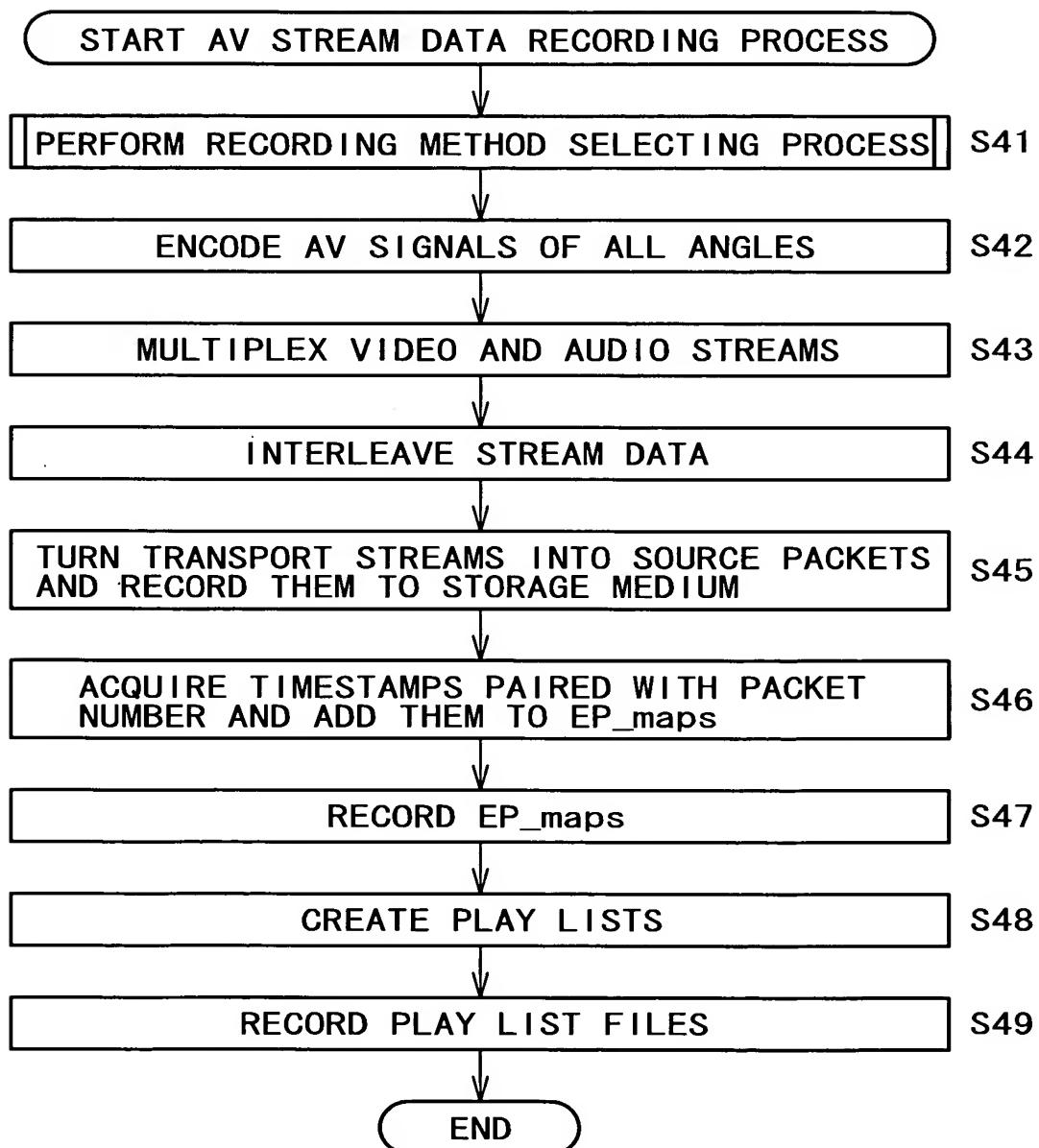
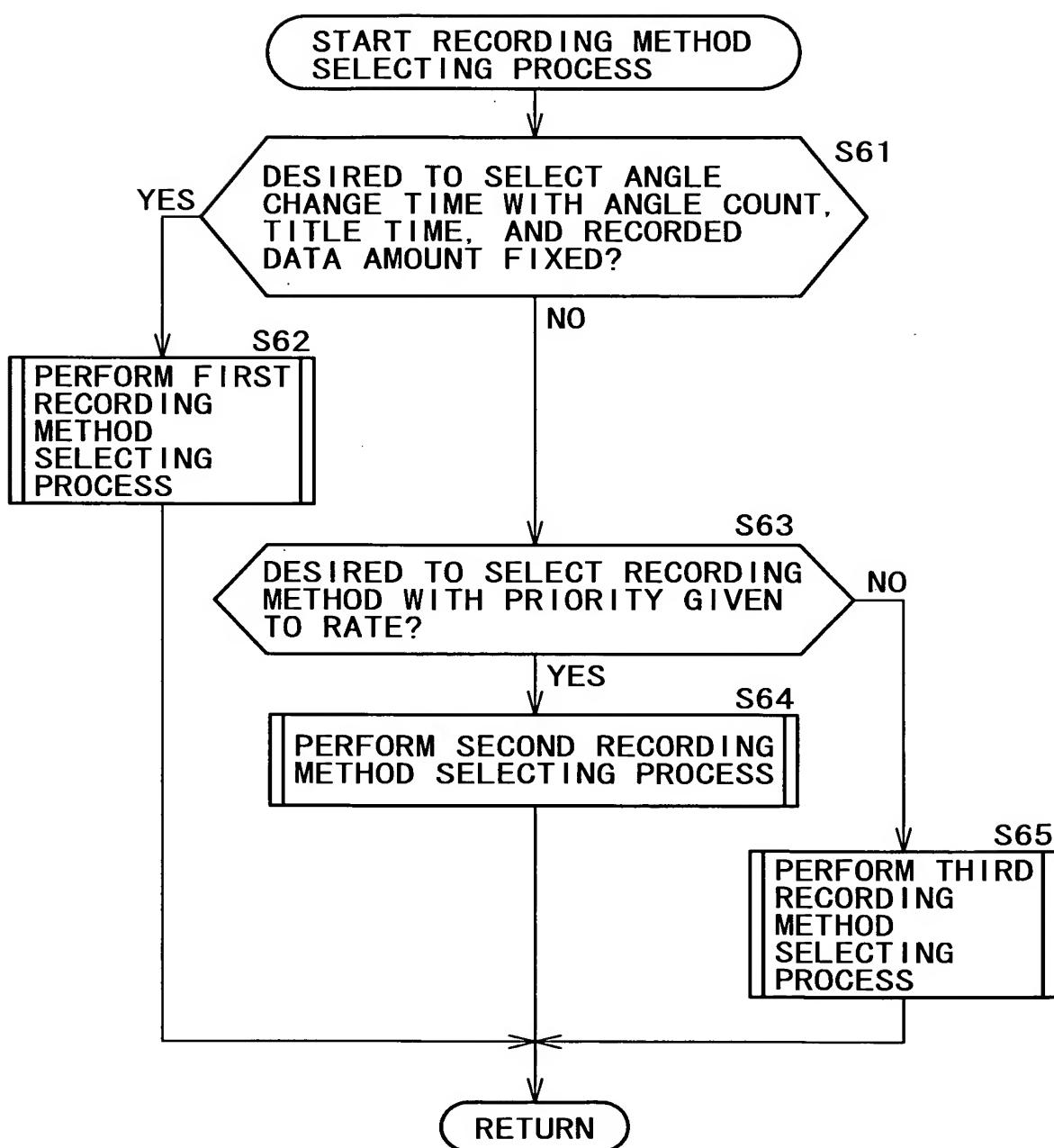


FIG. 17



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FIG. 18

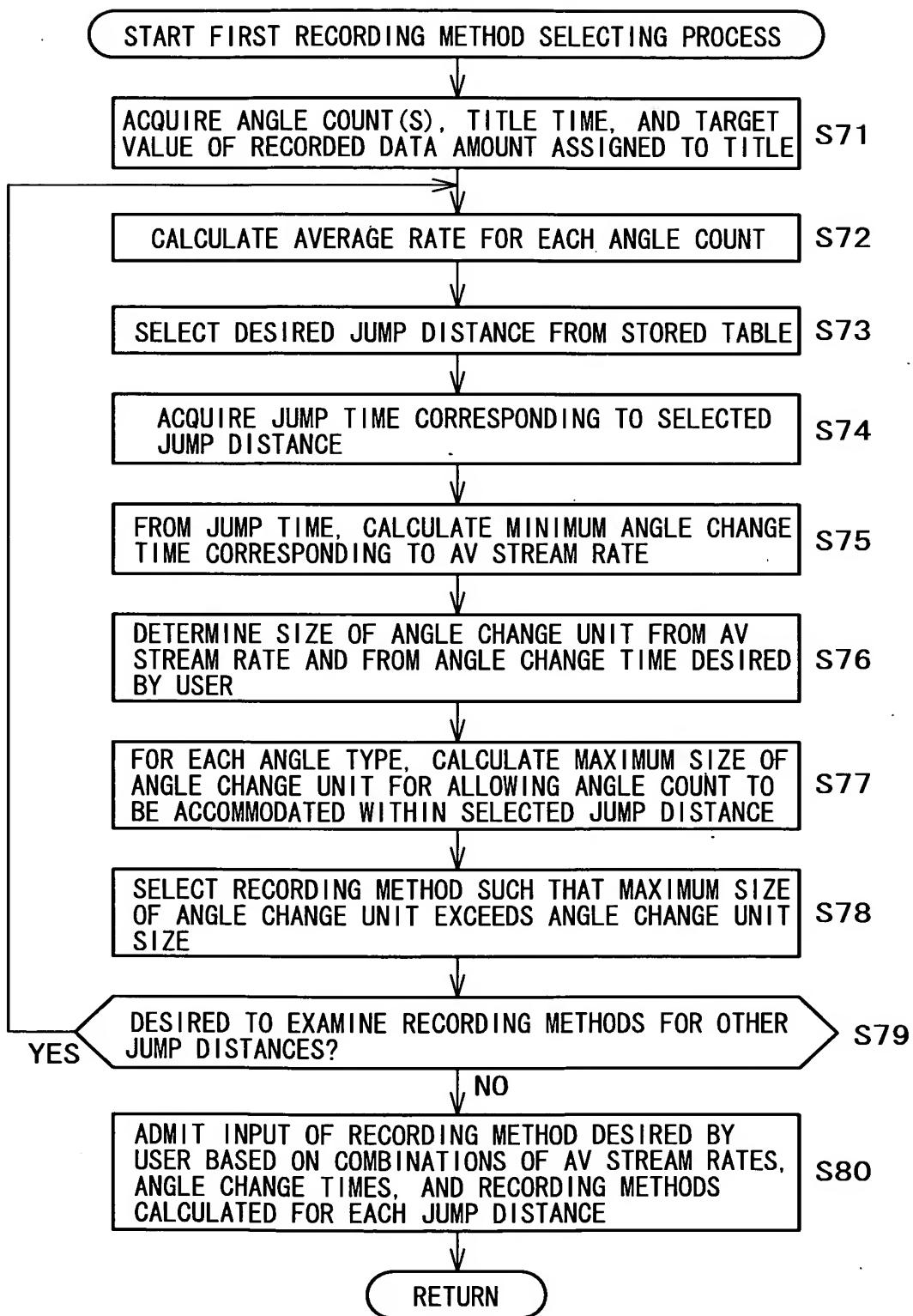


FIG. 19 A

Rmax [10^6 bps]	t [sec]	Tc [sec]	Umax					
			M=1		M=2		M=4	
			UNIT COUNT	ANGLE COUNT	3	9	20	3
10	0.157	0.500	0.721	OK	NG	NG	OK	NG
20	0.203	0.500	1.317	OK	NG	NG	NG	NG
30	0.288	0.500	1.913	OK	NG	NG	NG	NG
40	0.494	0.500	2.509	NG	NG	NG	NG	NG

FIG. 19 B

FIG. 19 C.

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FIG. 20

UNIT COUNT	M=1			M=2			M=4		
	3	9	20	3	9	20	3	9	20
ANGLE COUNT									
DATA ITEM COUNT (FOR 2 HOURS)	43200	129600	288000	21600	64800	144000	10800	32400	72000
DATA ITEM COUNT (FOR 4 HOURS)	86400	259200	576000	43200	129600	288000	21600	64800	144000

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FIG. 21

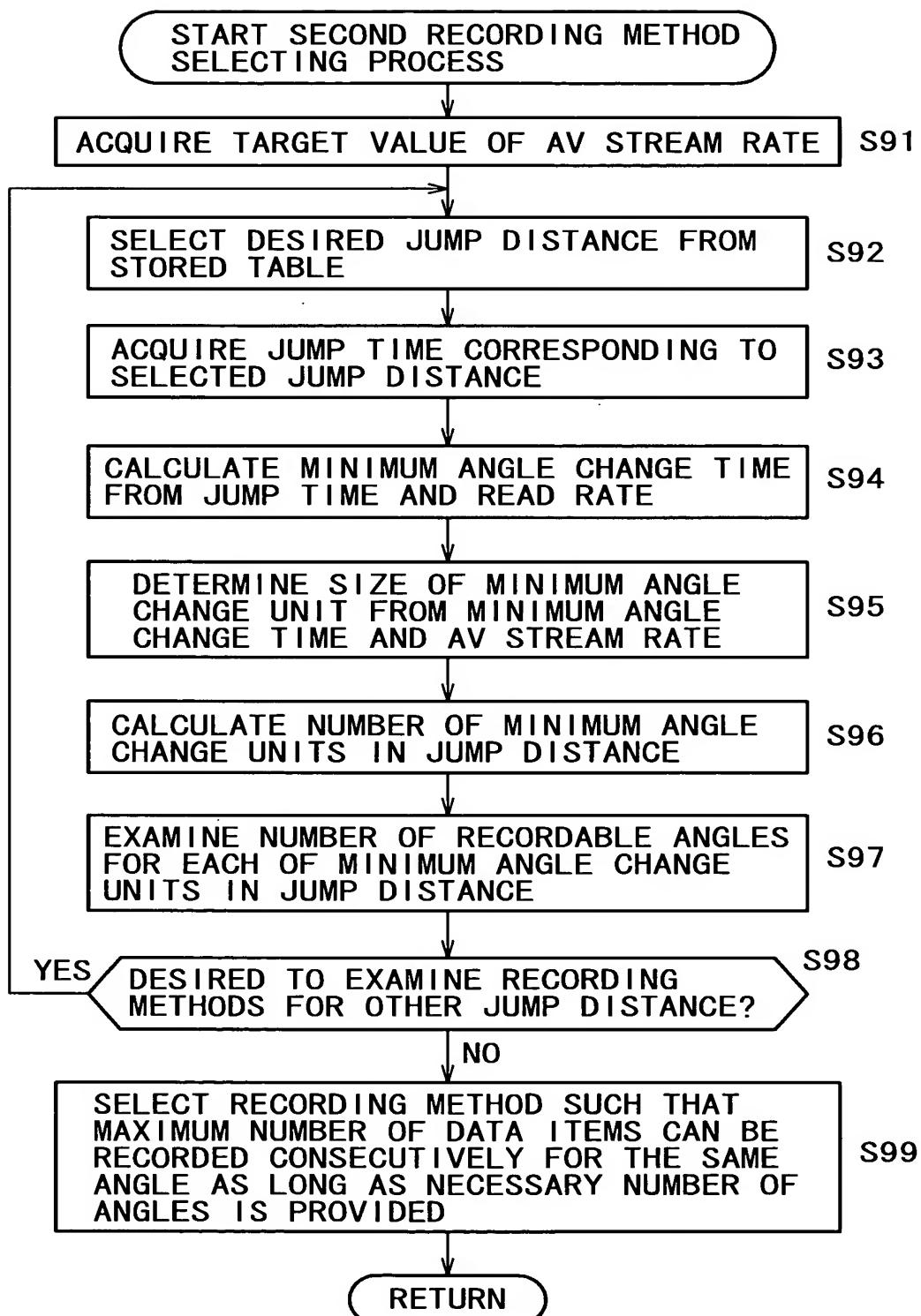


FIG. 22A

Rmax[10 ⁶ bps]	10	20	30	40
t[sec]	0.157	0.203	0.288	0.494
Usize[2 ²⁰ byte]	0.31	0.61	1.15	2.48
j/Usize	31	16	8	3
MAX ANGLE COUNT FOR M=1	16	9	5	2
MAX ANGLE COUNT FOR M=2	8	5	3	1
MAX ANGLE COUNT FOR M=4	4	3	2	1

FIG. 22B

Rmax[10 ⁶ bps]	10	20	30	40
t[sec]	0.204	0.264	0.374	0.640
Usize[2 ²⁰ byte]	0.37	0.75	1.46	3.18
j/Usize	106	51	26	12
MAX ANGLE COUNT FOR M=1	54	26	14	7
MAX ANGLE COUNT FOR M=2	27	13	7	4
MAX ANGLE COUNT FOR M=4	14	7	4	2

FIG. 22C

Rmax[10 ⁶ bps]	10	20	30	40
t[sec]	0.266	0.344	0.488	0.836
Usize[2 ²⁰ byte]	0.44	0.95	1.87	4.11
j/Usize	176	82	41	19
MAX ANGLE COUNT FOR M=1	89	42	21	10
MAX ANGLE COUNT FOR M=2	45	21	11	5
MAX ANGLE COUNT FOR M=4	23	11	6	3

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FIG. 23

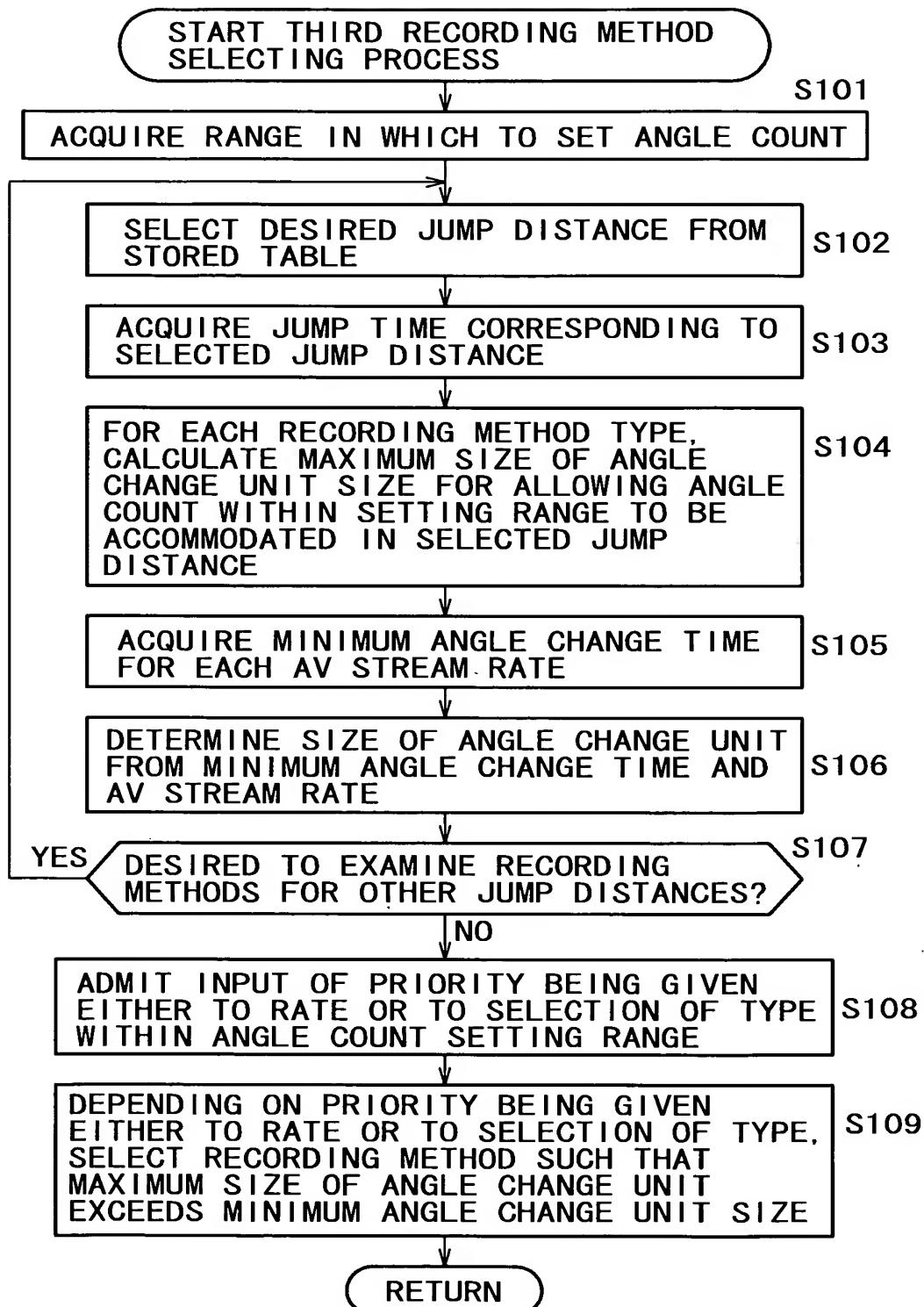


FIG. 24 A

		Umax						M=4		
		M=1			M=2			M=4		
UNIT COUNT	ANGLE COUNT	3	9	20	3	9	20	3	9	20
Rmax [10^6 bps]	t [sec]	2.441	0.610	0.257	1.221	0.305	0.128	0.610	0.153	0.064
10	0.157	0.312	OK	NG	OK	NG	OK	NG	NG	NG
20	0.203	0.610	OK	NG	OK	NG	OK	NG	NG	NG
30	0.288	1.155	OK	NG	OK	NG	NG	NG	NG	NG
40	0.494	2.479	NG							

FIG. 24 B

		Umax						M=4		
		M=1			M=2			M=4		
UNIT COUNT	ANGLE COUNT	3	9	20	3	9	20	3	9	20
Rmax [10^6 bps]	t [sec]	9.766	2.441	1.028	4.883	1.221	0.514	2.441	0.610	0.257
10	0.204	0.368	OK	NG						
20	0.264	0.754	OK	OK	OK	OK	NG	OK	NG	NG
30	0.374	1.461	OK	OK	NG	OK	NG	OK	NG	NG
40	0.640	3.178	OK	NG	OK	NG	NG	NG	NG	NG

FIG. 24 C

		Umax						M=4		
		M=1			M=2			M=4		
UNIT COUNT	ANGLE COUNT	3	9	20	3	9	20	3	9	20
Rmax [10^6 bps]	t [sec]	19.531	4.883	2.056	9.766	2.441	1.028	4.883	1.221	0.514
10	0.266	0.125	OK							
20	0.344	0.945	OK	NG						
30	0.488	1.868	OK	OK	OK	OK	NG	OK	NG	NG
40	0.836	4.110	OK	NG	OK	NG	NG	OK	NG	NG

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FIG. 25

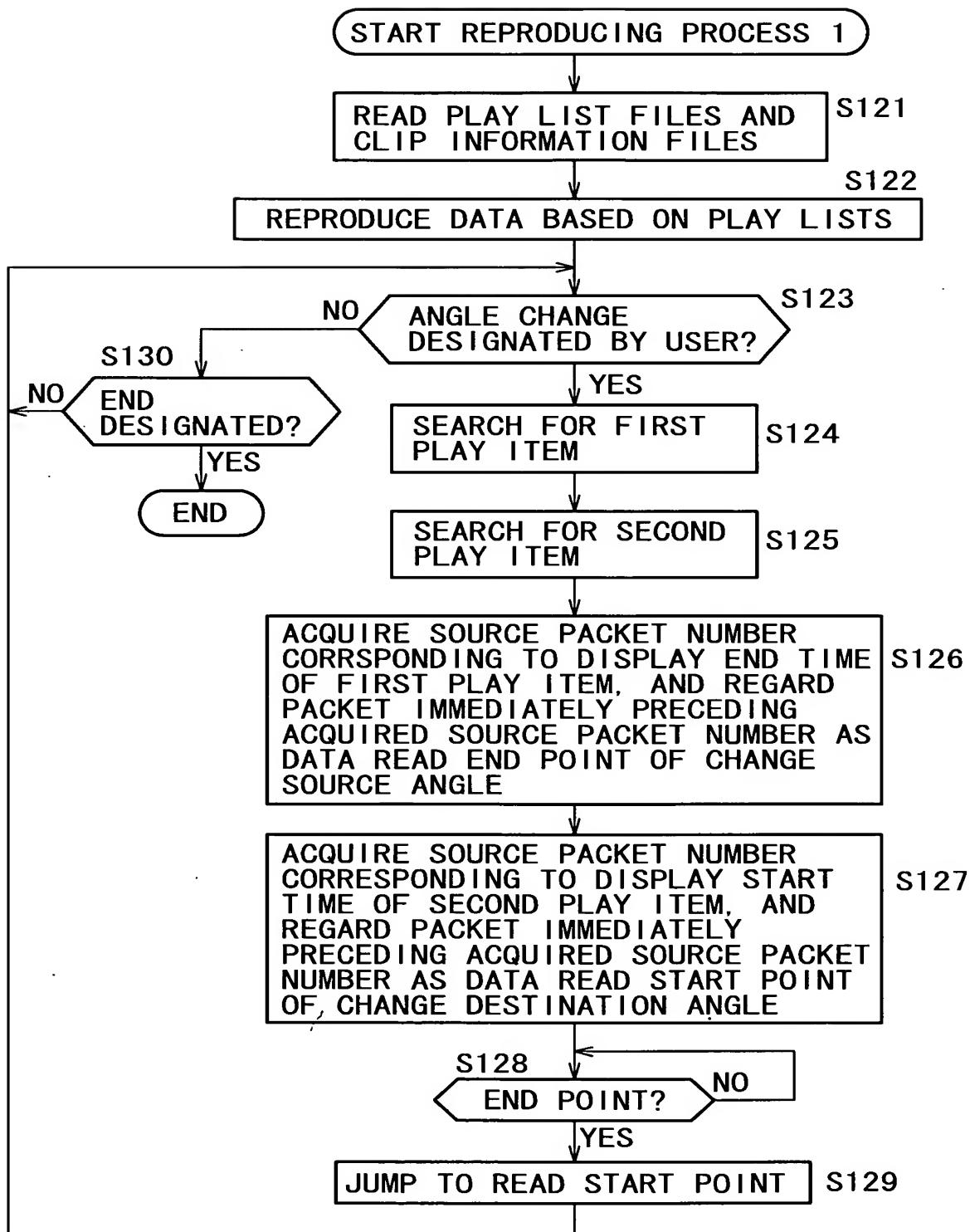
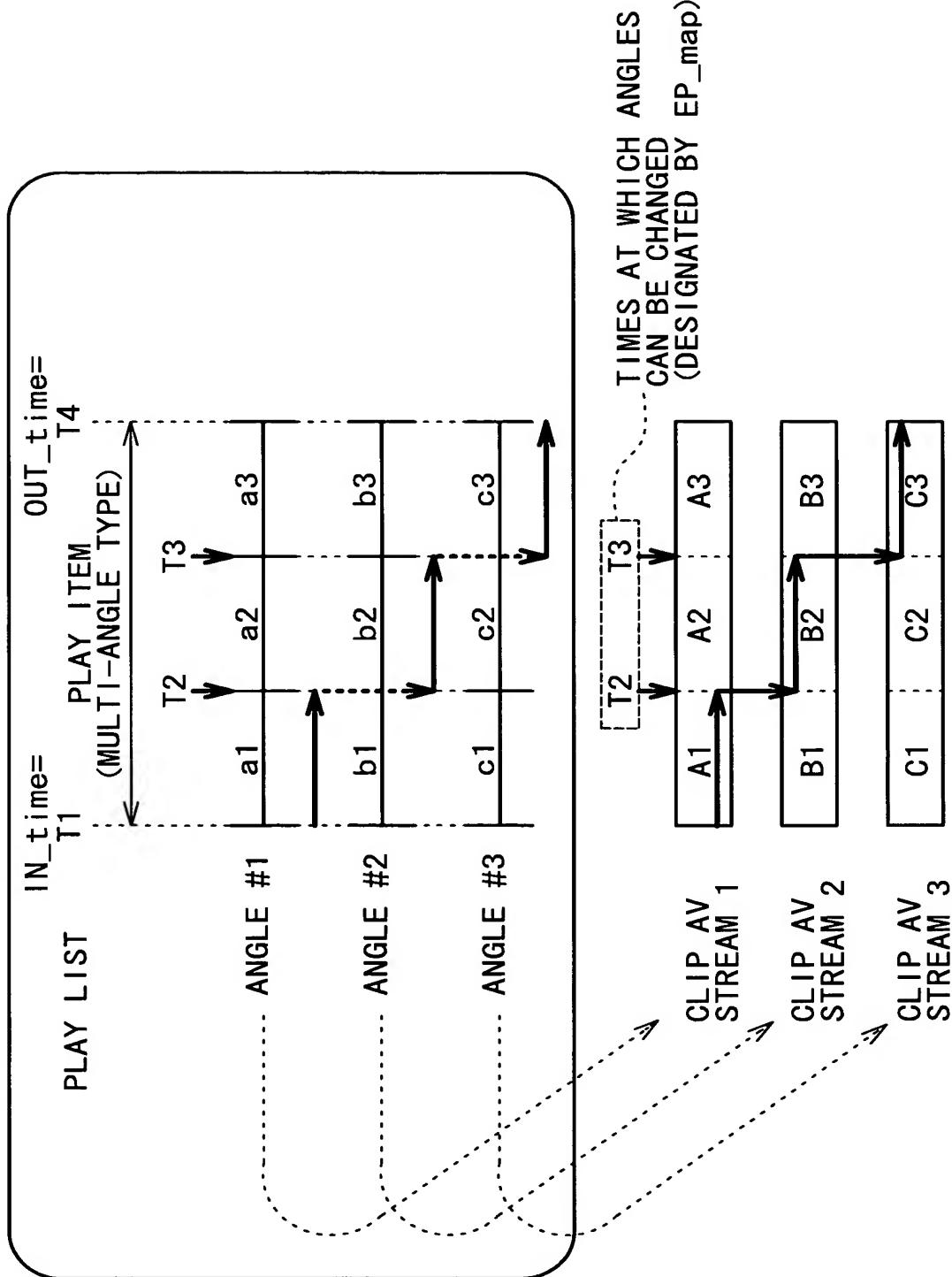


FIG. 26



F I G. 27

```
PlayItem{
    if (MultiAngle type) {
        num_of_angles
        for (angle=0; angle<num_of_angles; angle++) {
            Clip_information_file_name[angle] ←
            CLIP INFORMATION 1,
            CLIP INFORMATION 2,
            CLIP INFORMATION 3,
        }
        IN_time ←
        OUT_time ←
        T1
        T4
    }
}
```

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FIG. 28

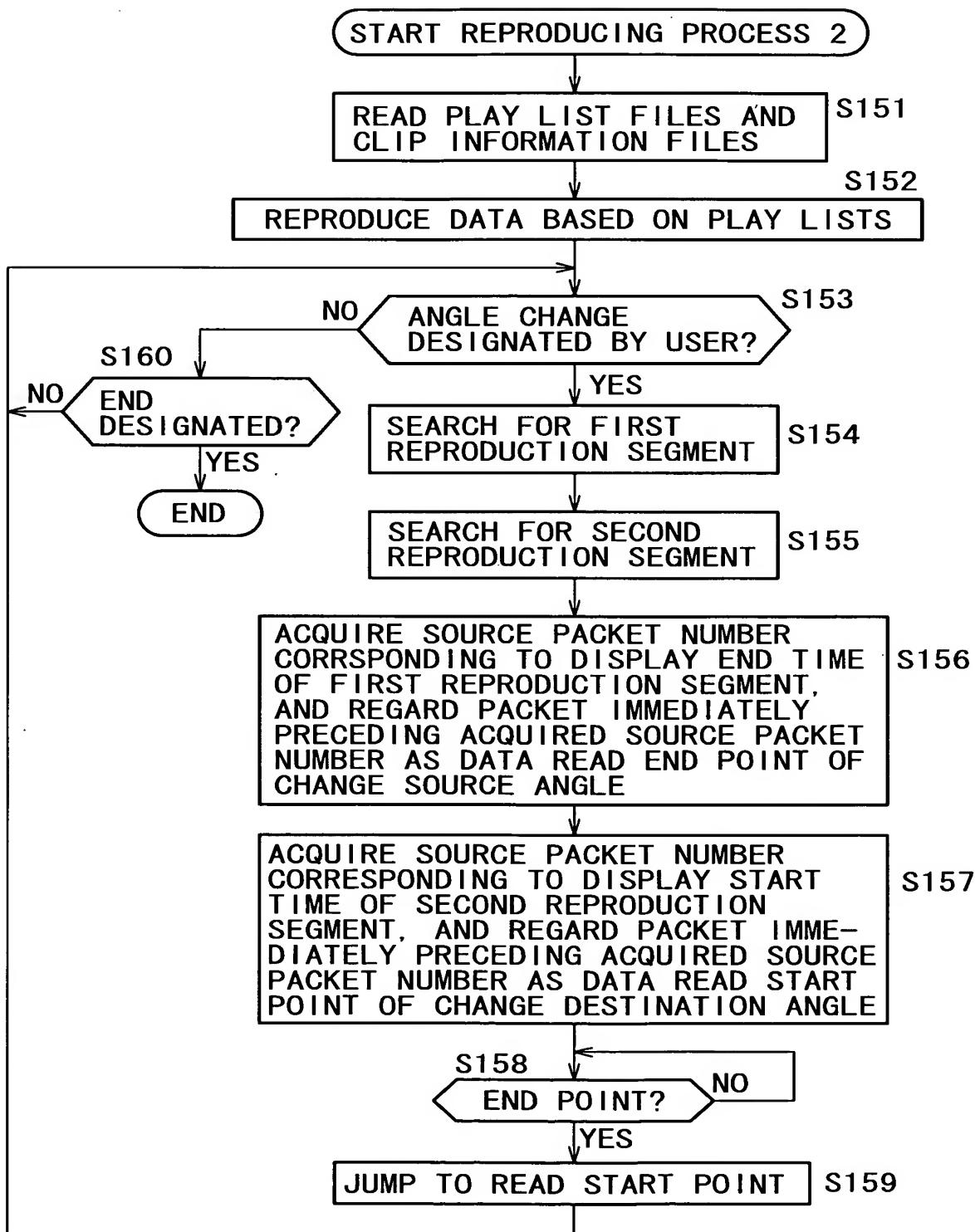
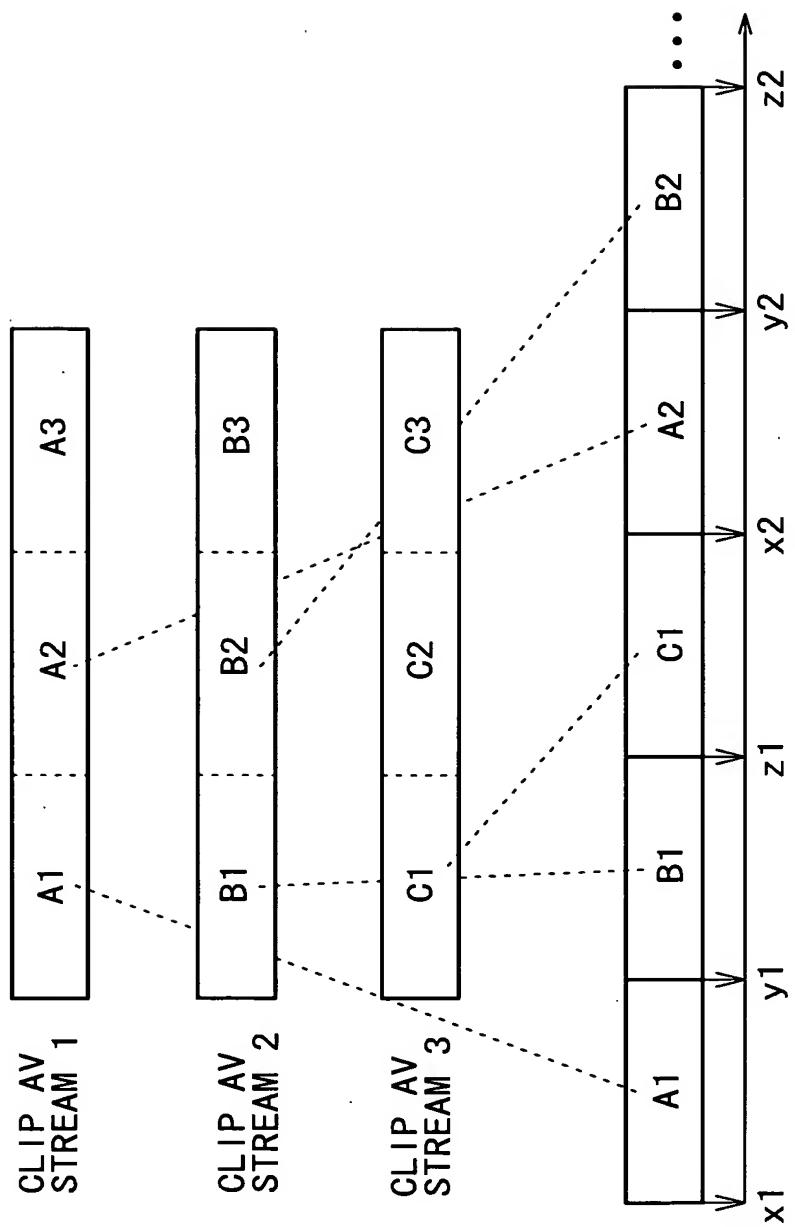


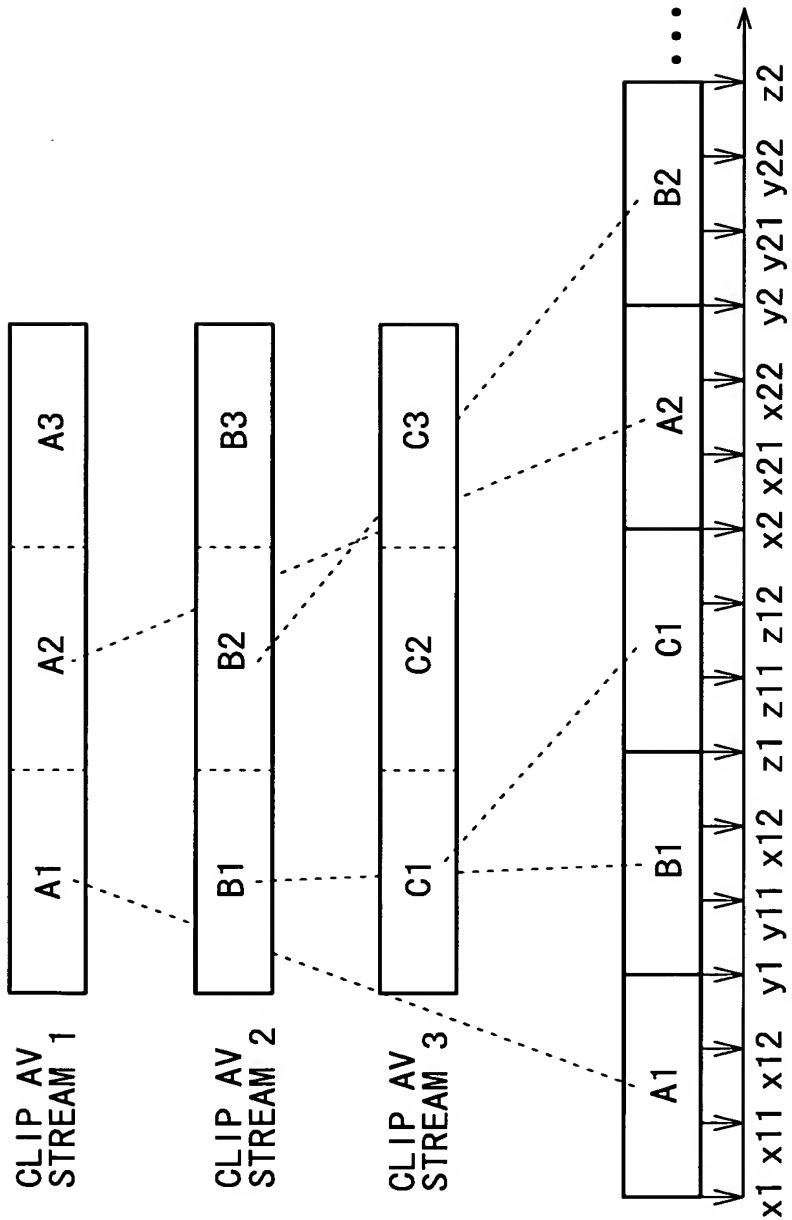
FIG. 29



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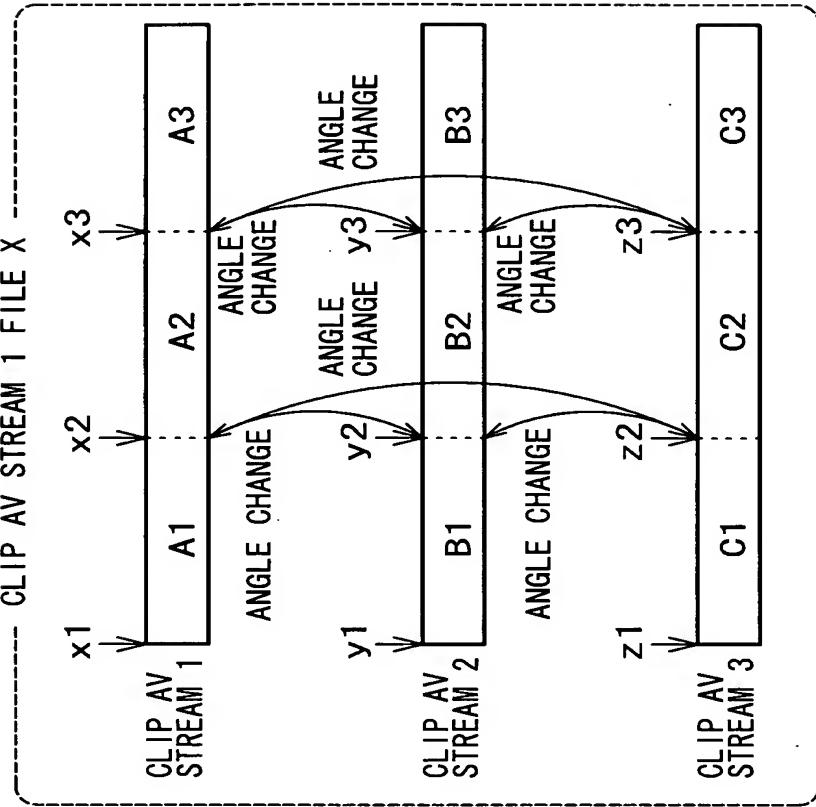
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FIG. 30



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FIG. 31



EP_map OF CLIP INFORMATION X					
is_Angle_change_point	Angle number	PTS EP_start	SPN EP_start		
1	1	T1	x11		
0	1	t11	x12		
0	1	t12	T1		
1	2	T1	y1		
0	2	t11	y11		
0	2	t12	y12		
1	3	T1	z1		
0	3	t11	z11		
0	3	t12	z12		
1	1	T2	x2		
0	1	t21	x21		
0	1	t22	x22		
0	2	T2	y2		
2	2	t21	y21		
3	2	t22	y22		
0	0	T2	z2		
1	0		
1	1	T3	x3		
1	2	T3	..		
1	3	T3	y3		
..		
1		
1		

FIG. 32

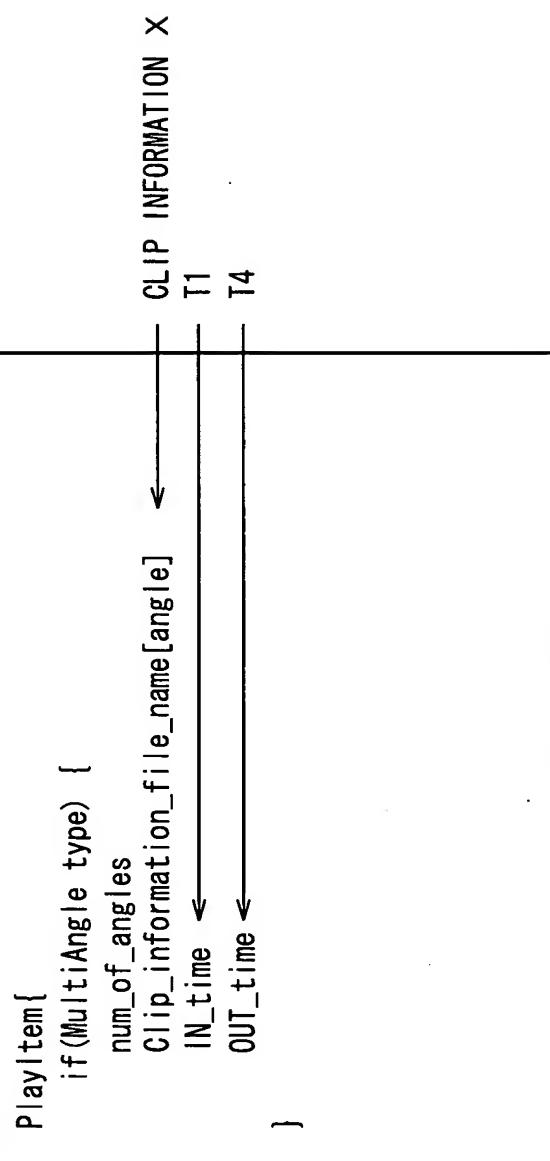


FIG. 33

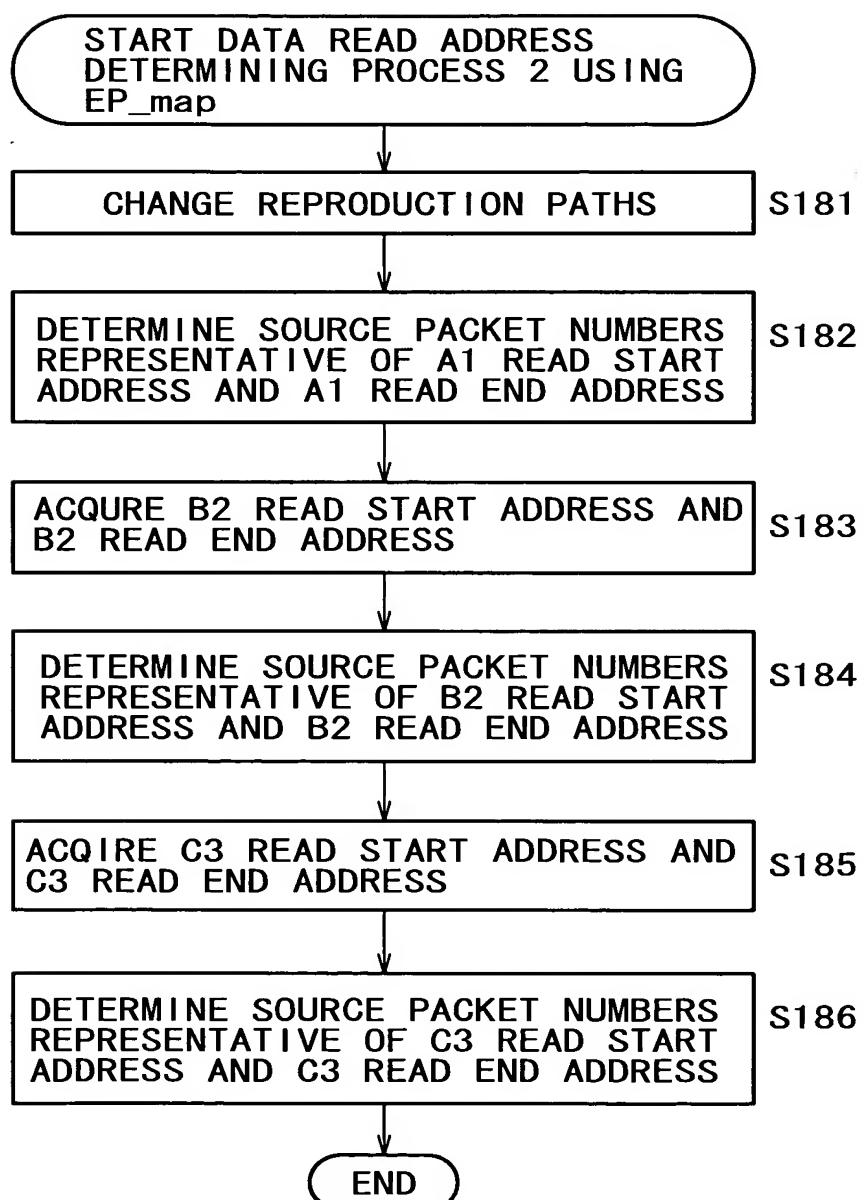


FIG. 34

